## Simplicial surfaces in GAP

Markus Baumeister

30.08.2017

General polygonal complexes by incidence geometry

2 Edge colouring and group properties

Abstract folding

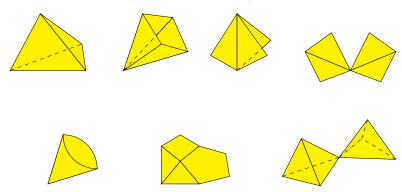
General polygonal complexes by incidence geometry

2 Edge colouring and group properties

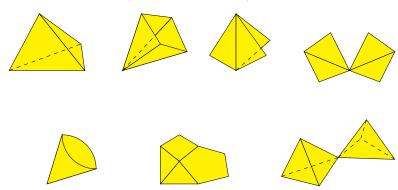
Abstract folding

 ${\sf Goal:} \ {\sf simplicial} \ {\sf surfaces} \ ({\sf and} \ {\sf generalisations}) \ {\sf in} \ {\sf GAP}$ 

Goal: simplicial surfaces (and generalisations) in GAP



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→ examples of polygonal complexes

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- → incidence structure is intrinsic

A polygonal complex consists of

ullet set of vertices  ${\cal V}$ 

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•2 •3 •5 •7 •11

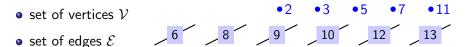
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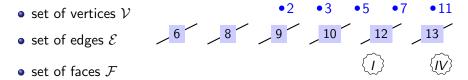
- •2 •3 •5 •7



ullet set of edges  ${\cal E}$ 



- set of vertices  $\mathcal{V}$  set of edges  $\mathcal{E}$  6 8 9 10 12 13
- ullet set of faces  ${\cal F}$



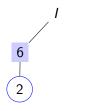
- set of vertices  $\mathcal{V}$  set of edges  $\mathcal{E}$  set of faces  $\mathcal{F}$  set of faces  $\mathcal{F}$
- set of faces 3
- $\bullet \ \, \text{transitive relation} \ \subseteq \left(\mathcal{V} \times \mathcal{E}\right) \uplus \left(\mathcal{V} \times \mathcal{F}\right) \uplus \left(\mathcal{E} \times \mathcal{F}\right) \\$

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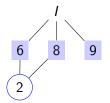
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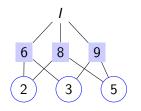


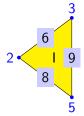
Every face is a polygon

12

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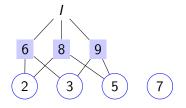


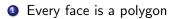
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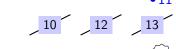
12

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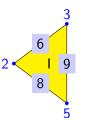
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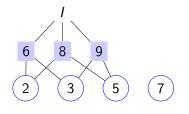


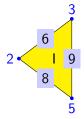
 $\langle \widehat{v} \rangle$ 



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- Every face is a polygon
- Every vertex lies in an edge

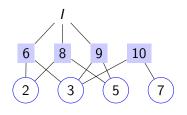
11

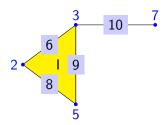
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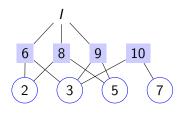


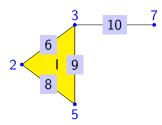


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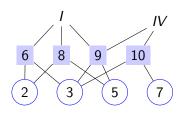


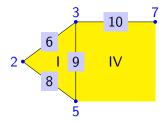
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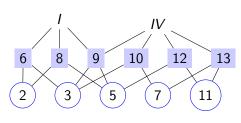
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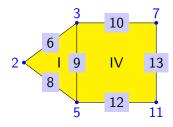




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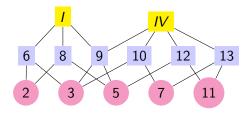
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# Isomorphism testing

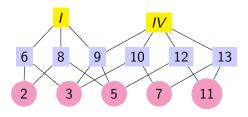
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 $\leadsto$  reduce to graph isomorphism problem Solved by NautyTracesInterface (by Gutsche, Niemeyer, Schweitzer)

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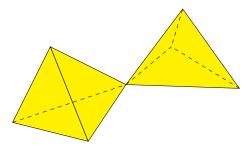
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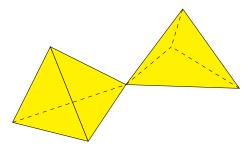
- ⇒ every edge lies in at most two faces (for well–definedness)
- → ramified polygonal surfaces

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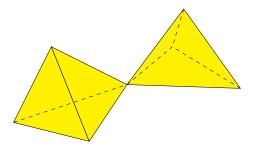


Typical example of ramified polygonal surface:



⇒ It is not a surface – there is a ramification at the central vertex

Typical example of ramified polygonal surface:



 $\Rightarrow$  It is not a surface – there is a *ramification* at the central vertex A **polygonal surface** does not have these ramifications.

General polygonal complexes by incidence geometry

2 Edge colouring and group properties

Abstract folding

Given: A polygonal complex

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• Can it be embedded?

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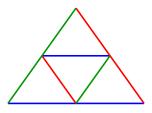
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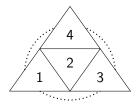
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- All polygons are triangles (simplicial surfaces)
- All triangles are isometric
- → Edge-colouring encodes different lengths

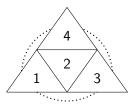


Consider tetrahedron

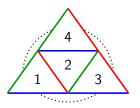
#### Consider tetrahedron



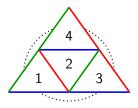
Consider tetrahedron with edge colouring



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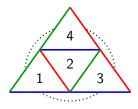


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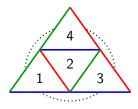
 $\textit{simplicial surface} \Rightarrow$ 

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 $simplicial surface \Rightarrow$  at most two faces at each edge

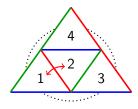
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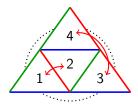
→ every edge defines transposition of incident faces

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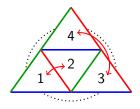
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  - (1,2)

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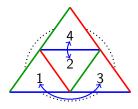
- → every edge defines transposition of incident faces
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Consider tetrahedron with edge colouring



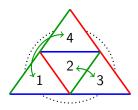
- → every edge defines transposition of incident faces
- → every colour class defines permutation of the faces
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Consider tetrahedron with edge colouring



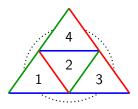
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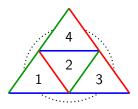
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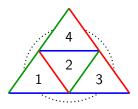
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  - ▶ The connected components of the surface correspond to

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  - (1,2)(3,4) , (1,3)(2,4) , (1,4)(2,3)
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  - ► The connected components of the surface correspond to the orbits of  $\langle \sigma_a, \sigma_b, \sigma_c \rangle$  on the faces

Consider a face of the surface

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Consider a face of the surface and a neighbouring face



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Consider a face of the surface and a neighbouring face The neighbour can be coloured in two ways:





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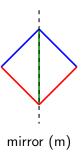


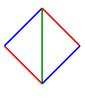
Consider a face of the surface and a neighbouring face The neighbour can be coloured in two ways:



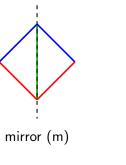


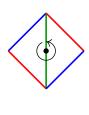
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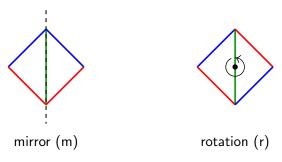


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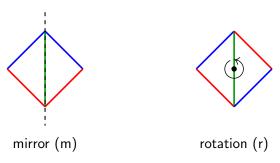


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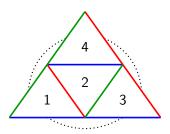
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Permutations and mr-assignment uniquely determine the surface.

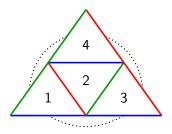
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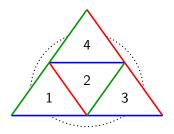


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has an rrr-structure

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The easiest structure is an mmm-structure.

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  - Colouring defines a map to the triangle.

# Construction from permutations

### Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$ 

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#### Lemma

There exists a coloured surface with the given involutions where all edges are mirror edges.

The faces are the points moved by the involutions

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#### Lemma

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- The edges are the cycles of the involutions

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  (like generators of a finite group)

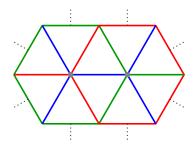
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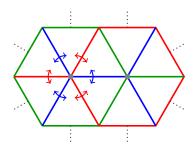
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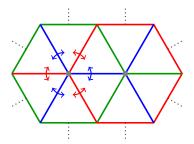
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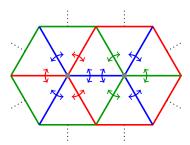
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# Construction example $\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$

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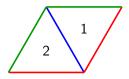
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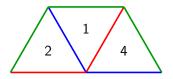
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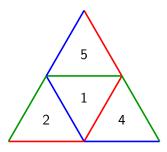
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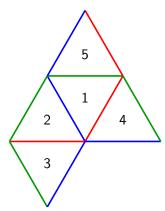
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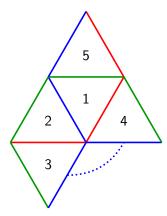
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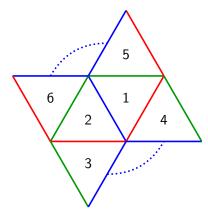
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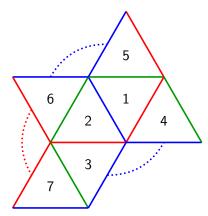
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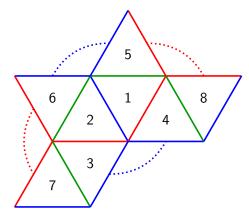
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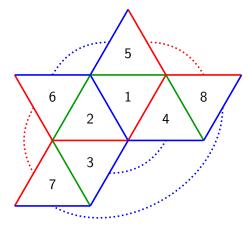
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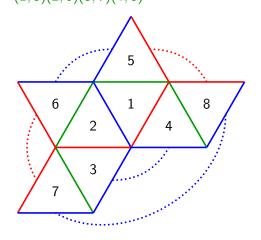
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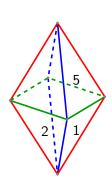
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General polygonal complexes by incidence geometry

Edge colouring and group properties

3 Abstract folding

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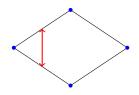
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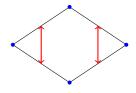
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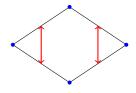
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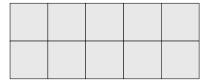
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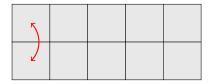
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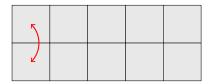
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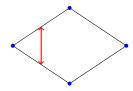
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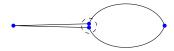
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  - Describe "is folded together" by an equivalence relation
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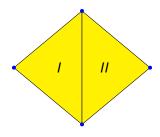
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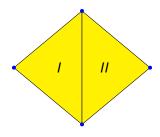
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  - Modify to include face order relations

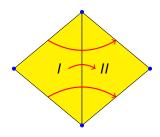
Why do we need more than a polygonal complex?



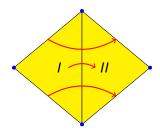
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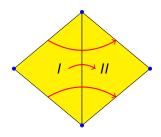
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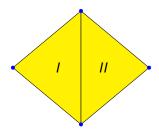


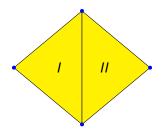
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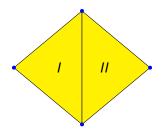
 $\Rightarrow$  Folding state should not forget original structure



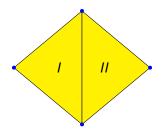


Represent folding by equivalence relation

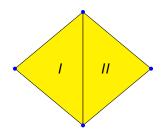
• Separate relation on vertices, edges and faces



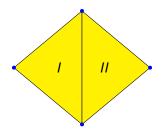
- Separate relation on vertices, edges and faces
- Two elements are equivalent if they are folded together



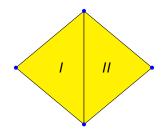
- Separate relation on vertices, edges and faces
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- If two edges are equivalent,



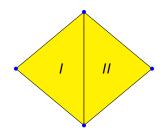
- Separate relation on vertices, edges and faces
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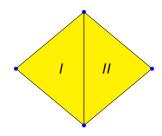
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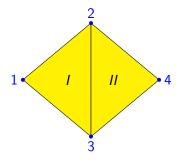
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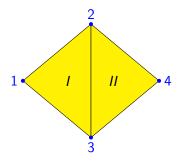
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- ⇒ Unordered folding is coarsening of equivalence relation

Choose two faces that are not folded together

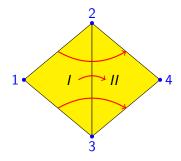
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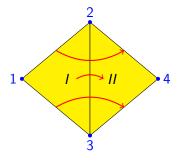
- Choose two faces that are not folded together
- Choose how to identify them



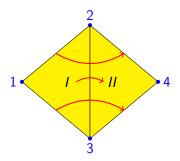
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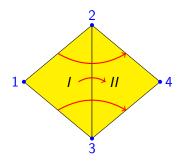
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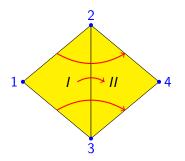


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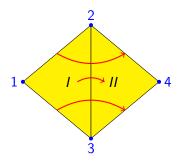
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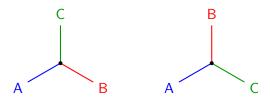


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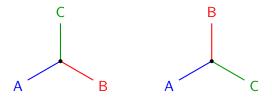
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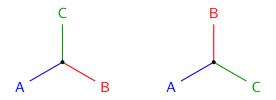


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→ define order of faces around edges (we will skip the details)

### Definition

 $\boldsymbol{A}$  folding complex

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To identify faces with each other, we have to combine those orderings.

• linear orderings get concatenated

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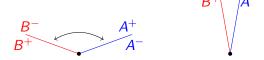
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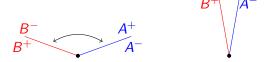
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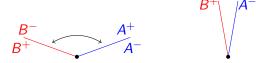
### Folding with ordering:

- Choose two faces that are not folded together
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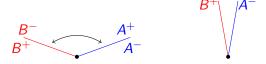
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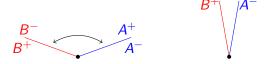
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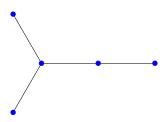
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- ⇒ Define folding by two face sides (folding plan)
- → Allows reversible (un)folding

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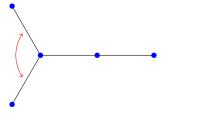
## Structure of multiple foldings

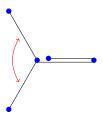
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## Structure of multiple foldings

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→ more structure on the set of possible foldings

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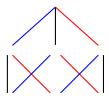
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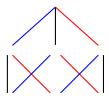
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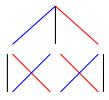






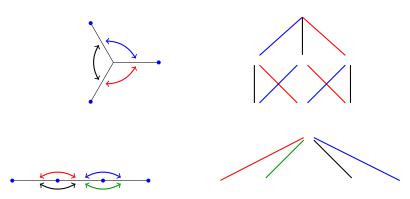
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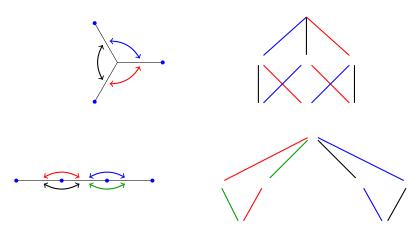




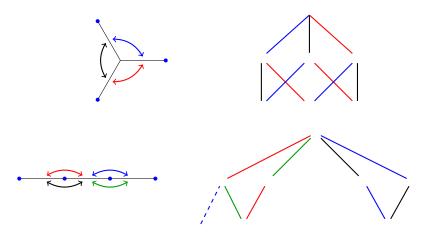
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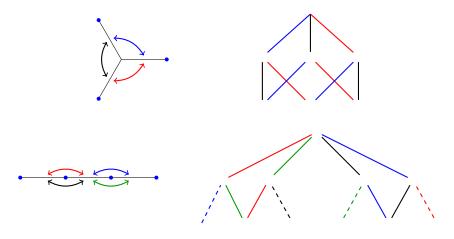
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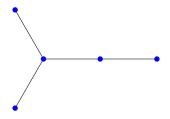


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⇒ If you know the folding structure of a small complex, you can't easily find the folding structure of an extended complex



- $\Rightarrow$  If you know the folding structure of a small complex, you can't easily find the folding structure of an extended complex
- → Folding plans are not optimal to model folding.

# Questions?